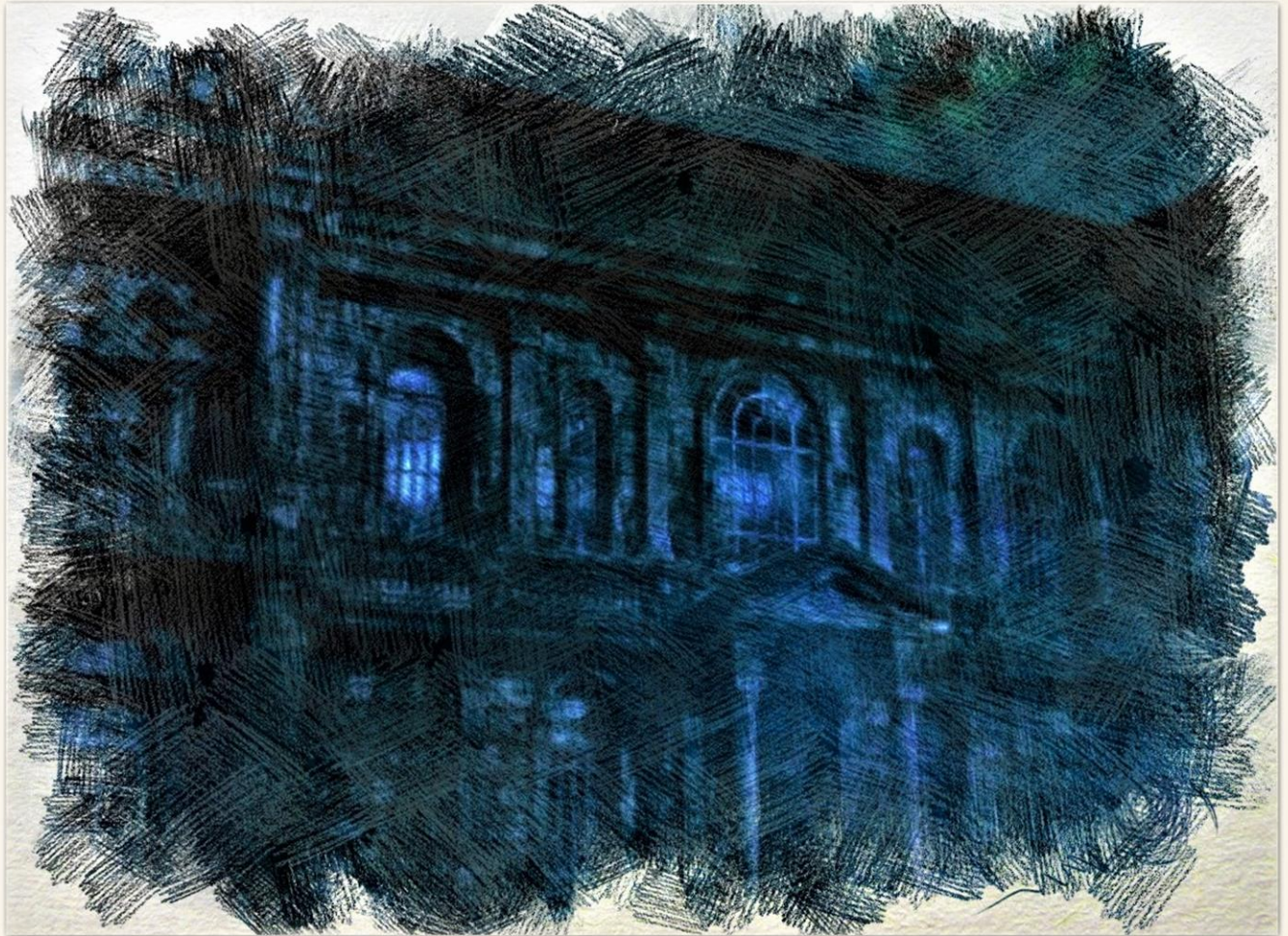


# BAROVIA BURGOMASTER

## GUIDE TO CURSE OF STRAHD

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**PYRAM KING**

*Special Event: Wolf Attack!*

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**VIDEO GUIDE: BURGOMASTER’S MANSION**

It is suggested to watch the detailed Video Guide, which will provide more context, thoughts, suggestions, and ideas. This guide was constructed from the content of the Video Guide.

**DND Beyond**

For those using online D&D content via DND Beyond, links are included to DND Beyond content. Some links may require purchase content to access.

**Maps**

Maps are available from DM Andy’s Patreon Here: [Burgomaster’s Mansion](#)





# BURGOMASTER'S MANOR

A weary-looking mansion squats behind a rusting iron fence. The iron gates are twisted and torn. The right gate lies cast aside, while the left swings lazily in the wind. The stuttering squeal and clang of the gate repeats with mindless precision. Weeds choke the grounds and press with menace upon the house itself. Yet, against the walls, the growth has been tramped down to create a path all about the domain. Heavy claw markings have stripped the once-beautiful finish of the walls. Great black marks tell of the fires that have assailed the mansion. Not a pane nor a shard of glass stands in any window. All the windows are barred with planks, each one marked with stains of evil omen.

## *Interior*

The interior of the mansion is well furnished, yet the fixtures show signs of great wear. Noticeable oddities are the boarded-up windows and the presence of holy symbols in every room. The burgomaster is in a side drawing room on the floor—lying in a simple wooden coffin surrounded by wilting flowers and a faint odor of decay.

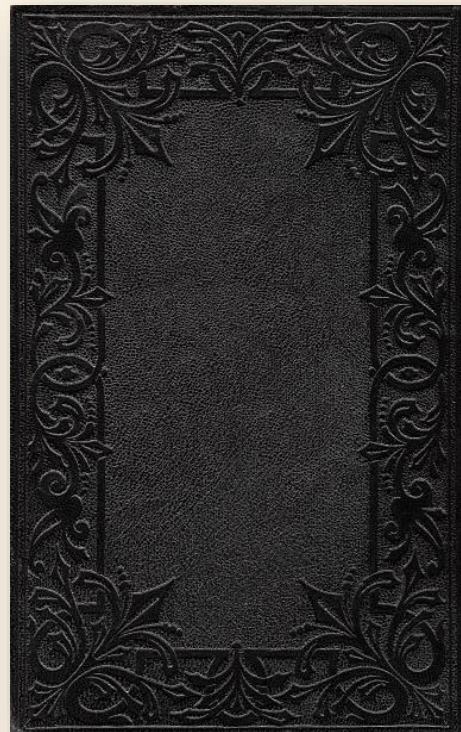
Players will meet [Ireena](#)

Ismark will invite the party back to the Burgomaster's Manor that evening to help him take his father's body/coffin to the church and graveyard for a proper burial.

The players will note that manor windows are boarded up and the manor has been frequently attacked by wolves at night, who have tried to break-in.

The players will also notice the following book in the study: [Court of Ravenloft](#)

[DND Beyond: E4. Burgomaster's Mansion](#)





## SPECIAL EVENT: WOLF ATTACK!

As night falls on the Burgomaster's Manor, the wolves attack at midnight.

*The behind-the-scenes story about this encounter. Strahd is attempting to prove to Ismark and Ireena it is no longer safe and that Ireena should stay with Strahd for her own protection. The wolf attack is to scare Ismark and Ireena, but if the wolves happen to kill Ismark or others, Strahd does not care. The wolves will NOT attack Ireena. The wolves will leave after several rounds. The engagement is an attempt to scare and convince them of danger.*

The wolves will attack for 4-8 rounds, before fleeing. (Increase or decrease the number of rounds based on the party size and level). After the last round (4-8), the wolves will hear a howling far off and begin to retreat, as if the wolves were called away. This is Strahd calling off the attack.

At the start of the encounter, roll **1d12** to see which window breaks open (see map).

Roll **1d4** to determine the number of wolves that enter through the window.

At the end of each combat round, roll **1d12** to determine the next window that breaks open. If you roll a number the corresponds with a window that has already broken open, then one does NOT break open this round.

## WOLVES WILL NOT ATTACK IREENA.

Ismark will attempt to protect Ireena at all costs. They will flee upstairs if it seems the wolves will over-run the place.

### Wolves will NOT attack Ireena.

After the encounter Ismark will use the encounter to pled with the players to take Ireena to Vallaki and to safety. Ireena will not leave unless she can help bury her father, the Burgomaster, knowing he is finally at peace.

Players will not know the wolves ignore Ireena, unless they role an **Animal Handling (DC 15)** and realize they seem to ignore Ireena.





## PYRAM KING

As a son of foreign exchange teachers, he had become a world traveler by the age of 10. His travels took him into jungles and remote villages across Southeast Asia, on the Trans-Siberian Railway when China was ruled by Mao and the Soviet Union was a superpower and sailed the Atlantic aboard the QEII. He experienced a coup and unrest in Central America, explored remote islands in the Pacific, climbed Kilimanjaro, and spent a volatile time in the Persian Gulf.

Traveling combined with his literary and adventurer inspirations; Burton, Lawrence, Hemingway, Hesse, became an essential defining part of his life, infusing a more profound interest in the history and culture of the places he visited.

Pyram is the author of the [Destiny's War](#) historical fiction series.

Content Creator for D&D and other RPG's.

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